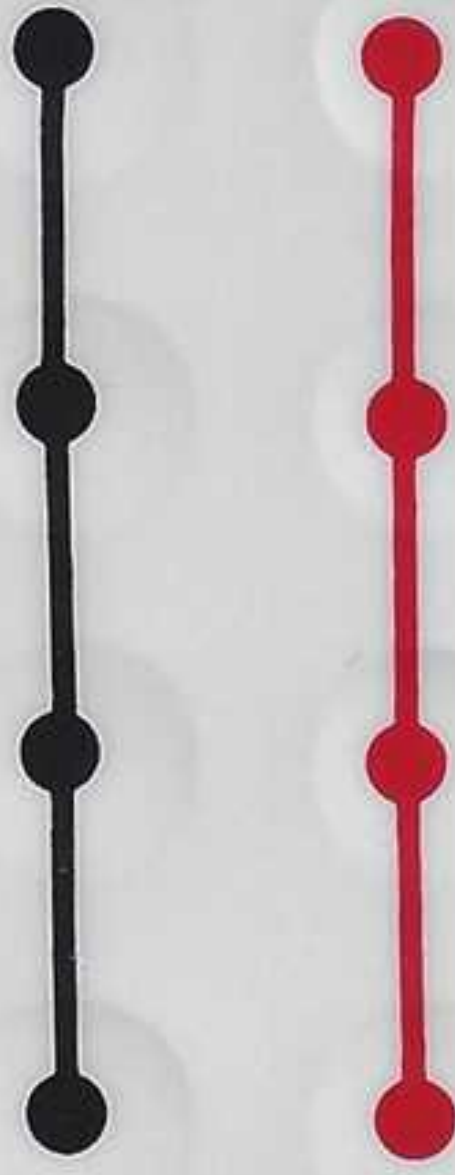
LEFT

ENERGY SHIELD

FIRE



FIRE

FIRE

SPACE VULTURES™

RIGHT

FREEZE

UNFREEZE

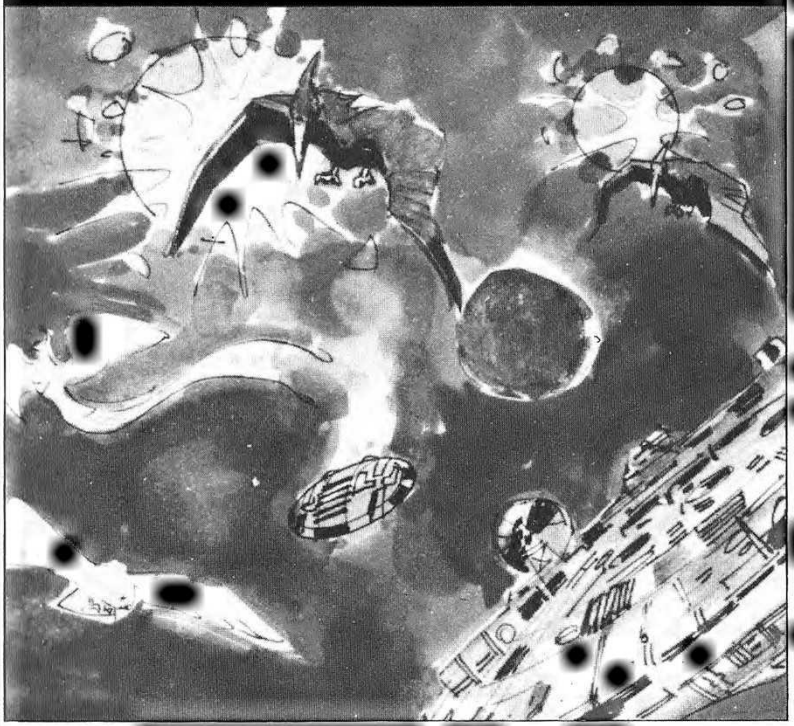
SPACE VULTURES™

ARCADIA-2001™

BY Emerson

VIDEO GAME INSTRUCTIONS

SPACE VULTURES™



CART NO.7

PART NO. 1014

I. GENERAL

1. Be sure the POWER switch is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into each controller keyboard. (See Figs. 1 & 2)
3. Insert cartridge into console (GAME NAME SHOULD FACE YOU).
4. Read this "OWNERS MANUAL" Before playing game.
5. Refer to it for all necessary adjustments for best results.

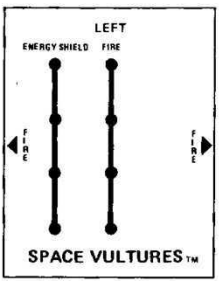


FIG. 1A

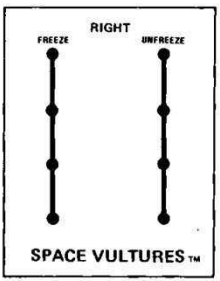


FIG. 1B

OVERLAYS

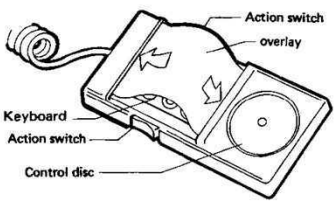


FIG. 2

HOW TO INSTALL OVERLAY

II. OBJECT OF THE GAME

1. Watch out!! VULTURES from space are attacking your ROCKET.
2. At start either one of scenes, SMALL HAWKS or MOTHER HAWKS, can be chosen.
3. Avoid the dropping bombs from the enemy VULTURES and their collidings.
4. Fire your ROCKET to destory them.
5. An energy shield is provided to your ROCKET only in the combat with the SMALL HAWKS. When you ROCKET is energized, the firing from the SMALL HAWKS and their colliding can not destroy your ROCKET .
6. 5 Consecutive ROCKETS are provided to you for each game.
7. The purpose of the game is to score as many points as possible by hitting the VULTURES. (Refer to VI SCORING)

III. TO START THE GAME

1. Press "POWER" switch to ON position. Red lamp should lite.
2. Press "RESET" button and wait for a moment, the picture shown in Fig. 3 will gradually appear on the screen.
3. Press "START" button to start the game.

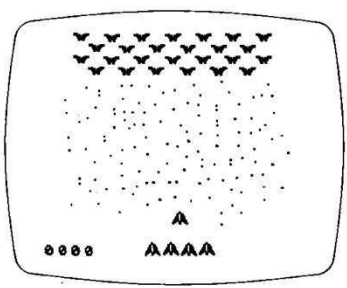


FIG. 3

IV. TO PLAY THE GAME

1. There are 2 different scenes of play can be selected, SMALL HAWKS by pressing "START" button once or MOTHER HAWKS by pressing "START" button consecutively twice.
2. However a second scene with 3 MOTHER VULTURES (See Fig. 4) will appear after all SMALL HAWKS in first scene have been destroyed.

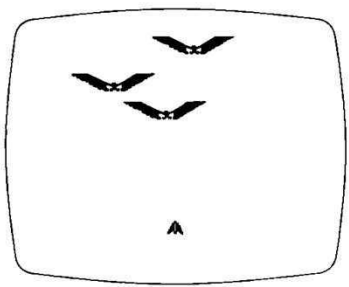


FIG. 4

3. Fire your ROCKET by depressing any "FIRE" key on keyboard or squeezing any Action Switch located at the side of the hand controller (See Fig. 1A and Fig. 2) to destroy the VULTURES.
4 To avoid the deadly bomb and collision, move your ROCKET left/right and up/down using the control of the disc/joystick on hand controller (See Fig. 5). In the combat with MOTHER VULTURES, you can control your ROCKET to move left/right only.

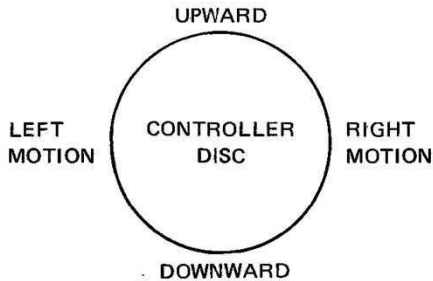


FIG. 5

5. If your firing hits the MOTHER HAWK'S wing or wing tip, the wing or wing tip becomes a SMALL HAWK which can not be destroyed and do not attack you. But they will come back to attack you and can be destroyed in another scene after all MOTHER HAWKS have been killed.
6. You have to hit the MOTHER HAWK'S body or another wing again, otherwise it is still alive and continues to attack you.
7. While the combat with the SMALL HAWK, your ROCKET can be energized to protect itself being destroyed. Simply depress any "ENERGY SHIELD" button on keyboard (See Fig. 1A). The color of your ROCKET will change to blue for a few seconds. A next energy shield can be set up after a short interval. The time of interval increases as your scoring point increases. Your firing or collision can destroy the enemy HAWKS but the collision does not increase the score.
8. To maintain highest score on the screen, merely press "START" button for the next game. The highest score will displace on the bottom right corner so next player can challenge.
DO NOT DEPRESS "RESET" BUTTON, OTHERWISE ALL SCORES WILL BE WIPED OUT.

V TO FREEZE THE GAME

1. This game has a freezing ability so that you may FREEZE the game whenever it is necessary until you come back to continue to play it again. USE RIGHT HAND CONTROLLER FOR FREEZING OR UNFREEZING ACTION.
2. To FREEZE the game, press any FREEZE key (See Fig. 1B) on keyboard and all action will be freezed including the sound. Decrease the volume level of your TV if necessary.
3. For UNFREEZE function, press any UNFREEZE key (See Fig. 1B) on keyboard and action will be resumed immediately. If volume has been decreased while freezing, be sure to increase the volume of TV back to desired level before unfreezing the game.

VI. SCORING

Small Hawk	(stationary)	5 points
Small Hawk	(flying)	20 points
Mother Hawk	(body)	25 points
Mother Hawk's wing tip		5 points
Mother Hawk's wing		10 points

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